

Zangvebar (TTRPG)

Search

Page theme



default



light



dark

This open fan-fiction article was started by [Adalwulf of Aedirn](#). Feel free to join the effort and enrich it with your own ideas, as long as you deem yourself knowledgeable enough and respect/do not delete what others wrote.

Contents

1. Zangvebar at a Glance
2. A Guide to the Realm: Major Locations
3. The Regional Landscape
4. Society & Culture
5. Economy, Law & War
6. Regional Bestiary & Plot Hooks
7. Citizens & Factions of Interest
8. GM Toolkit: Zangvebar Plot Hooks

Zangvebar at a Glance

Region Details

Status:

Confederation of City-States (Formerly a Kingdom, Empire, and Colonial Province)

Location:

The Far South of the Old Continent, bordered by Ofir to the north and the Apumayu Basin to the south.

Ruler:

The National Council (Established by Princess Makeda)

Language:	Sauti (Sauti ya watu) / Zangvebari Common, plus numerous dialects and creoles.
Primary Exports:	Rare spices (cloves), mimosa bark, coffee, Platé (banana wine), blue tiger pelts, enslaved cynocephali, and Zangvebarian runecraft.
Currency:	Zangvebi Shilling

A Guide to the Realm: Major Locations

- **Zagwe:** The capital city and political heart of the Confederation.
- **Gondar:** A massive fortress city that once served as the primary base of operations for the Paladins of the Zang before their failed 1279 coup.
- **Iyasu Fasil:** An ancient, reclaimed Aen Nílfe fortress situated in the less geologically active regions of the Fire Mountains. It serves as the headquarters for the School of the Lion.
- **The Isles of Aldabara:** A gorgeous, shallow-water archipelago off the western coast. It is the cultural heartland of the Mabaharia seapeople.
- **Rooi Fabriek:** The collective name for the massive, open-pit dwarven mining colonies situated in the Red Mountain Range (Mlima Mwekundu).

The Regional Landscape

Geography & Climate: Zangvebar is a massive tropical peninsula nestled between the Great Sea and the Bahari ya Biashara (Sea of Trade). It boasts staggering geographical diversity:

- **The Northern Wastelands & Savannahs:** Arid expanses that border Ofir, home to wild zorses and cynocephali.
- **Abu Talunga (The West):** A labyrinthine network of mangroves, swamps, and waterlogged marshes leading to the Aldabara Archipelago.
- **Ulundi (The East):** Expansive, wildlife-rich savannas serving as the homeland for Zangvebar's nomadic tribes.
- **Milima ya Moto (The Fire Mountains):** A highly active, central volcanic range. It is rich in geothermal springs, fertile soil, and ancient Aen Nílfe ruins.
- **Tangora & Mlima Mwekundu (The South):** Dense tropical jungles and the

Red Mountain Range, home to massive open-pit dwarven mines.

- **Bonde la Nyoka (Valley of the Serpents):** An incredibly humid valley teeming with endemic serpentine creatures, leading to the tidal strait that connects to the Apumayu Basin.

Society & Culture

- **Trade & Exploration:** Zangvebar is a powerhouse of maritime commerce. Their merchants travel as far as Nilfgaard and the Northern Realms, trading luxury items like coffee, spices, and exotic pelts. They are also active colonizers, establishing the *Pwani ya Dhahabu* (The Golden Coast) on the Western Continent.
- **Slavery:** Historically brutalized by elven slavers, the Zangvebarians later engaged in the controversial export of enslaved *cynocephali* (dog-headed humanoids from the southern wastelands) to the Northern Kingdoms.
- **Beasts of Burden:** Zorses (zebra-horse hybrids) are highly prized. Local mages cured their natural infertility, making them the primary transport animal of the nation. Legends state they require a deep spiritual bond to ride.

Economy, Law & War

- **The Economy (The Global Merchant):** Zangvebar is an economic powerhouse driven by a near-unrivaled maritime fleet. They export extreme luxury goods to Nilfgaard and the North, including cloves, mimosa bark, *Platé* (banana wine), coffee, and blue tiger pelts. They also have a highly distinct, localized style of runewrighting.
- **Colonial Wealth:** Following the discovery of the Western Continent in the 14th century, Zangvebar became a massive colonial power. They harvest untold riches from their southern settlements known as *Pwani ya Dhahabu* (The Golden Coast), utilizing trade and cooperation with indigenous populations rather than the forceful assimilation used by the Nordlings.
- **Law & Governance:** After centuries of shifting from city-states, to elven colonies, to empires, and finally a Kingdom (ruled by a *Negus*), the country is now a **Confederation**. To end the bloody civil wars of the late 1300s, power was evenly distributed to a National Council comprised of representatives from the newly restored city-states.

- **The Shadow War:** Until very recently, Zangvebar was locked in a brutal cold war. The Paladins of the Zang (nationalist human warriors) went to war with the School of the Lion (Witchers), leading to the Massacre of Iyasu Fasil. In 1279, the Paladins attempted a massive governmental coup using rogue mages and demon-possessed monsters. They were crushed by a royalist coalition, and the surviving Paladins are now hunted outlaws.

Regional Bestiary & Plot Hooks

- **Apex Felines:** The savannas and jungles are ruled by massive predators. Lions here are significantly larger than the extinct Cintran varieties. The jungles also hide jaguars and the incredibly rare, highly dangerous Blue Tiger.
- **Relics & Cryptids:** The deep wilderness is home to the *Kasai Rex* (a massive, terrifying relic beast), the *Popobawa* (a distant, terrifying relative of the Doppler), and *Cynocephali* (dog-headed humanoids from the northern wastelands).
- **Campaign Hook (The Banished Paladins):** Following the failed 1279 coup, surviving Paladins of the Zang have become the very thing they once swore to hunt: bandits and terrorists. A radicalized cell hiding in the Valley of the Serpents is using Goetia to possess local monsters and direct them to attack Confederation trade routes.
- **Campaign Hook (The Golden Coast Escort):** A Mabaharia merchant prince hires the party to act as heavy security on a massive galleon bound for *Pwani ya Dhahabu* (The Golden Coast) on the Western Continent. The players must fend off deep-sea Ketos, pirates, and Nilfgaardian privateers attempting to steal their colonial cargo.
- **Campaign Hook (The Mzururaji Stampede):** While traveling the northern border, the party encounters a massive Mzururaji nomadic caravan. The wanderers captured a pack of hostile Cynocephali to sell to Northern buyers, but the beasts have broken their chains, armed themselves with scavenged weapons, and are slaughtering the camp.

Citizens & Factions of Interest

- **Makeda (Architect of the Confederation):** The visionary ruler who saved Zangvebar from the chaotic "Era of Red Waters." After the deaths of her

father (the last Negus) and her brothers, she reformed the failing kingdom into a stable, representative Confederation of city-states.

- **The Aksum Dynasty:** The former royal family. Originating from the Mabaharia seapeople, they are famous for sending their extended family (cousins and illegitimate children) across the globe to secure diplomatic and mercantile alliances.
- **Hagos Girma Zewedu (Reidrich):** A cousin of the Zangvebarian Royal Family who was naturalized as a Kaedweni. He changed his name to Reidrich, became a powerful mage, and eventually aligned himself with the School of the Wolf.
- **Danek:** Another royal cousin who traveled north, was naturalized as a Cintran, and served as a knight under Queen Calanthe.
- **Ezana & Kaleb:** An exiled Paladin of the Zang and an exiled Lion Witcher, respectively. Despite their factions' bitter hatred for one another, these two united to help stop the 1279 coup and save the kingdom.
- **Putnam Pitch (The Griffin Witcher):** The Ofieri Prince-turned-Witcher who was originally dispatched by the Ofieri royal court to investigate the string of assassinations that preceded the Paladins' coup.
- **Xirdnedh of Zangvebar:** A wildly famous and heroic local bard who fought alongside Putnam Pitch, Ezana, and Kaleb to break the siege of Gondar and save Princess Makeda.
- **The Hunter:** An infamous, historically terrifying criminal and assassin utilized by the Paladins of the Zang during their attempt to seize power.

GM Toolkit: Zangvebar Plot Hooks

- **The Relic in the Fire Mountains:** An active volcano in *Milima ya Moto* has recently exposed an untouched, deeply buried Aen Nílfé colonial vault. Zangvebarian mages and surviving outlaws of the Paladins of the Zang are racing to claim the ancient magical artifacts inside before the lava claims them.
- **The Lion's Contract:** The players (or a Witcher in the party) are hired by a Mabaharia Merchant Prince in Novigrad to travel to Zangvebar. A terrifying, demon-possessed *Kasai Rex* is stalking the trade routes near Abu Talunga, and the local School of the Lion witchers are currently stretched too thin to handle it.
- **The Mzururaji Caravan:** While traveling through the arid northern

savannahs, the party encounters a massive Mzururaji nomadic caravan. The wanderers have captured a pack of hostile Cynocephali, but the beasts have broken their chains and are tearing through the camp. The players must intervene to save the caravan leaders.



[BreezeWiki source code](#)

[Documentation and more information](#)

[Chat / Bug reports / Feature requests](#)

This unofficial instance is based off the BreezeWiki source code, but is not controlled by the code developer.

This page displays proxied content from [https://the-witcher-](https://the-witcher-rpg.fandom.com/wiki/Zangvebar_(TTRPG))

[rpg.fandom.com/wiki/Zangvebar_\(TTRPG\)](https://the-witcher-rpg.fandom.com/wiki/Zangvebar_(TTRPG)).

Text content is available under the CC-BY-SA license, [see license info](#). Media files may have different copying restrictions.

Fandom is a trademark of Fandom, Inc.

BreezeWiki is not affiliated with Fandom.